# RICOCHET

## THE PLANET

Long long ago . . . in a distant galaxy, on a distant dying planet, the last of the guardians prepare their starship for its final journey. All of the libraries, records and knowledge have been stored aboard the vessel, along with the very best of their cryogenically preserved race.

The planet's final end draws near as the last, most vital piece of equipment is loaded aboard, activated, and the hatchways closed. The ULTIMATE evolution ALIEN 8 cybot whirrs into an artificial cybernetic rush of intelligence.

All hatchways are sealed, as the starship prepares for its long uninterrupted journey into the inky void of space.

## THE JOURNEY

Aeons pass and still the ALIEN 8 unit is functioning perfectly, gliding swiftly and silently around on multi-sealed-thermotion bearings in waxolight shrouds. The very pinnacle of robotic development from a now long dead planet, on its immense task of keeping the cryogenically immersed cryonaughts activated by preserving and maintaining their life support systems and waiting . . .

The long journey is near completion as the central computer alerts you to the nearing of the pre-destined solar system. The dust of aeons lies heavy on the ageing data banks of the central computing core, tired from centuries of repetitive computing and re-computing, at last activating the final squential landing operations.

**RICOCHET IS A MASTERTRONIC COMPANY**



Licenced to Mastertronic by U.S. Gold

Distributed by Mastertronic 8–10 Paul Street London EC2A 4JH

Made in Great Britain Design: Words & Pictures Ltd., London

# RICOCHET

The craft begins its final slowing sequence several hundred light years from the destined planet and as, almost immediately the starship slows to sub-hyperwarp speeds, is open to attack.

All the starship main defence systems have remained unactivated, as the reverse polarity negative-ion thrusters battle and strain to halt the enormous bulk of the ship.

The main computer reports Alien penetration in almost all areas of the ship and all life support systems have become damaged and deactivated. All cryogenic systems must be reactivated before autophase thrusting systems manoeuvre the ship into its semi-cyclic planetary orbit, at 0 light years from the planet. Your programming insists that you complete the mission and restore all cryogenic life support systems to operation.

## INSTRUCTION MANUAL

### The Starship

**A.** The starship is at risk to Alien intrusion at lower than hyper-warp speeds. As lesser beings have not yet developed the mental ability to contemplate travel at this speed, hyper-warp is relatively safe and untroubled.

Once the starship's speed falls below hyper-warp speed, upon its approach, at several hundred light years from the planet, it will become vulnerable to attack and Alien intrusion.

**B.** Once the starship has slowed down into sub-hyper-warp speeds, and enters semi-cyclic orbit the ship will not have enough fuel to enable a recovery to be made.

**C.** The starship is equipped with indestructable multi-control directional robodroids.

**ALIEN 8 Programming**

**A.** All cryonaughts must remain activated.

**B.** Locate and recover all thermolec valves and ALIEN 8 replacement packs.

**C.** Ensure all thermolec valves are in the correct sockets, to ensure continuing activation.

**D.** Locate and activate all cryogenic chambers.

**E.** All cryonaughts must remain activated prior to the planet being reached, for them to effect the final landing sequence.

**F.** You have been issued with 5 initial replacement packs, other packs may be located throughout the starship. These will prolong your existence upon damage by collisions etc.

## LOADING INSTRUCTIONS

1. Place the cassette tape in the recorder and rewind to the beginning.
2. Type RUN.
3. Press PLAY on the cassette recorder.
4. Press any key.

## CONTROLLING YOUR ROBOT

### KEYBOARD CONTROLS

**LEFT** Alien 8 will turn left using the **Z**, **C**, **B** and **M** keys.

**RIGHT** Alien 8 will turn right using the **X**, **V** and **N** keys.

**MOVE FORWARD** Alien 8 will move forward using any key on the second row, **A**, **S**, **D**, **F**, etc.

**JUMP** Alien 8 will jump using any key on the third row **Q**, **W**, **E**, **R**, etc.

**PICK UP/DROP** Alien 8 can pick up or drop any object using the **1–0** keys.

**PAUSE** The whole game can be paused by using the **CAPS SHIFT** key.

### JOYSTICK CONTROLS

Your Robot can be fully controlled by using a **JOYSTICK**, by replacing the **LEFT**, **RIGHT**, **FORWARD**, **JUMP** and **PICK UP/DROP** commands.

**DIRECTIONAL CONTROLS**

**PICK UP/DROP** is operated by using the **SPACE BAR** on the **DIRECTIONAL CONTROL**.